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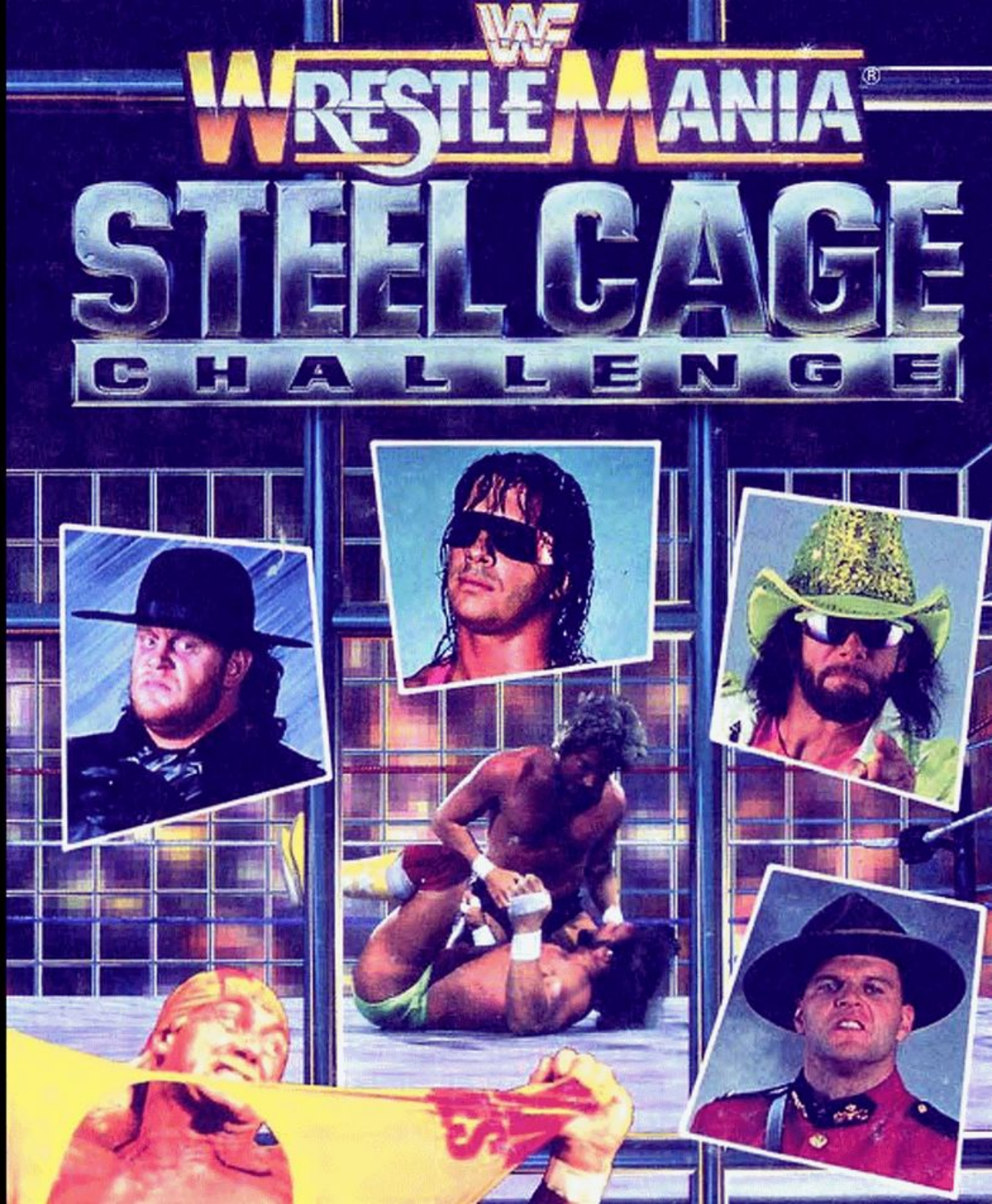
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

LJN LTD ®

INSTRUCTION MANUAL



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PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, drop it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, neither LJN nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY
READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

CONTENTS

Facing The WWF WrestleMania Steel Cage Challenge. 1
Setting Up The Ring. 2
Selecting Number Of Superstars And Type Of Match. 2
In This Corner. 4
A View Of The Ring. 5
A Foundation In The Basics. 6
Start Building An Offense. 7
Expanding Your Mat Repertoire. 9
Launching An Aerial Attack. 11
Trying For The Pin 13
Defense!. 14
Tag Team Matches. 15
Cage Matches. 16
Tips On Tactics. 17
The Moment Of Truth Has Arrived. 18
WWF SuperStar Profiles. 19

FACING THE CAGE MATCH CHALLENGE

Whether you're a newcomer to the mat world or a veteran of the wrestling ring, you've never faced anything as demanding as the **WWF WrestleMania Steel Cage Challenge.**

Rebound off the ropes and deliver a flying shoulderdrive that shakes every bone in your opponent's body. . .

Climb to the top of the turnbuckle and hurl your mighty physique in the air as you execute an awe-inspiring flying elbowdrop. . .

Battle and defeat nine of the WWF's greatest athletes to capture the World Championship title. . .

. . .and do it all in your choice of a standard wrestling ring or the brutal confines of the WWF's steel cage!

Choose to be one of 10 magnificent WWF SuperStars, from Hulk Hogan, "Rowdy" Roddy Piper and Sid Justice to Ted DiBiase, The Mountie and The Undertaker. Or you can form a tag team with Irwin R. Schyster and Bret "Hit Man" Hart, or have Jake "The Snake" Roberts and "Macho Man" Randy Savage wrestle in tandem. The choice is yours, but remember: whoever you decide to be, you are going to be faced with the most difficult challenge in the entire wrestling world—the **WWF WrestleMania Steel Cage Challenge!**

SETTING UP THE RING

Loading

1. Make sure the power switch is OFF.

2. Insert the **WWF WrestleMania Steel Cage Challenge** Game Pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

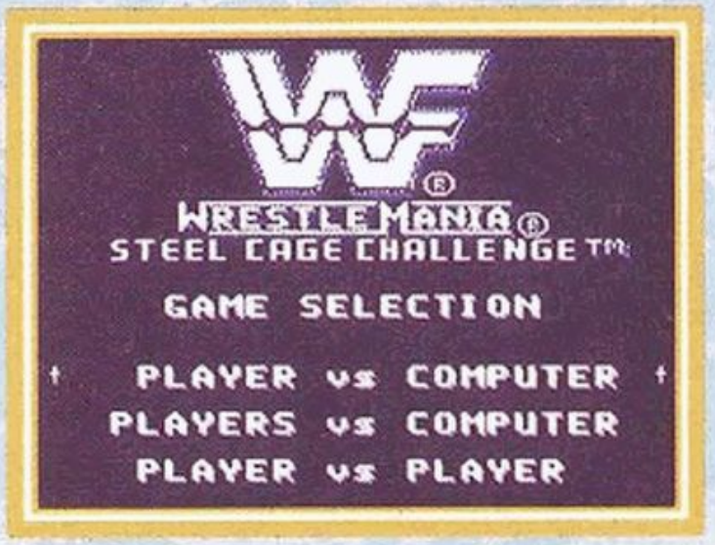
3. Turn the power switch ON.

You'll see the immortal Hulk Hogan flexing his 24-inch pythons as he prepares to face the challenge. When you're ready to get in the thick of the action, press the START BUTTON.

SELECTING NUMBER OF SUPERSTARS

With all the options provided, **WWF WrestleMania Steel Cage Challenge** actually gives you 24 different ways to play! One or two players can play the computer or each other in one-on-one or tag team matches, in singles or tag team world championship situations, at three different skill levels and in a standard wrestling ring or a steel cage!

Once you initially press the START BUTTON, you will see the first SELECTION SCREEN:



Use the UP or DOWN CONTROL PAD ARROWS to choose one of three modes: one player vs. computer, two players vs. computer or player vs. player. When the star on the screen is pointing to the mode you desire, press the SELECT BUTTON.

You will then be asked to choose one of four match types: one-on-one competition, tag team competition, tag team world championship tournament, or single world championship tournament. **(NOTE: In a world championship tournament, your single wrestler or tag team must defeat all nine other wrestlers or four other teams in order to win the world championship!)**

Use the UP or DOWN CONTROL PAD ARROWS to choose the type of match you desire, then press the SELECT BUTTON.

If you choose one-on-one you will then be asked to choose regular or Steel Cage match.

Next, you have the option to choose from among three levels of competitive difficulty: easy, medium, and difficult. Use the UP or DOWN CONTROL PAD ARROWS to choose the level of difficulty you want, then press the SELECT BUTTON.

IN THIS CORNER. . .

After you've determined how you want to wrestle, it's time to decide which WWF SuperStar you want to be. Use the UP or DOWN CONTROL PAD ARROWS to choose from among these 10 formidable superstars: Hulk Hogan, The Mountie, Irwin R. Schyster, "Rowdy" Roddy Piper, Sid Justice, Bret "Hit Man" Hart, "Macho Man" Randy Savage, Ted DiBiase, Jake "The Snake" Roberts and The Undertaker.

Press the A or B BUTTON to choose one wrestler if you are competing in a singles match or two wrestlers if you will be competing as a tag team. In modes where one or two players are wrestling against the computer, the computer will choose its own wrestlers.

At this point, Howard Finkel will introduce the superstars in the match that is about to take place.

Once the ring announcements are completed, the action is underway!

A VIEW OF THE RING

Here's a close-up look at the ring where your WWF SuperStars will compete:

Note the strength-level indicators at the top of the screen provided for each competitor; they are important for determining which competitor is winning and when you ought to launch particular types of offensive attacks.

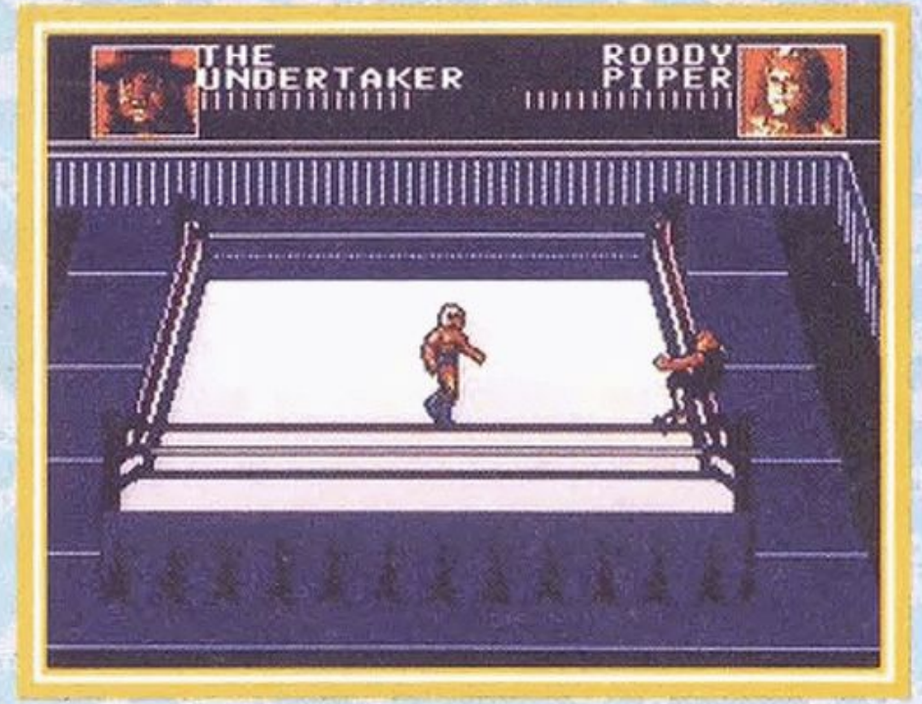
A FOUNDATION IN THE BASICS

To move around the ring, use the UP and DOWN CONTROL PAD ARROWS to move toward the back or front of the ring, and the LEFT and RIGHT CONTROL PAD ARROWS to move to the left or right of the ring.

To run across the ring, press the A and B BUTTONS simultaneously to start running. Hold the buttons down to continue running.

To bounce off the ropes, press the A and B BUTTONS simultaneously and run directly into the ropes.

To climb in and out of the ring, use the CONTROL PAD ARROWS to move your wrestler directly into the ropes on either the left or the right side of the ring. You cannot leave or return to the ring on the top or bottom sides of the ring.



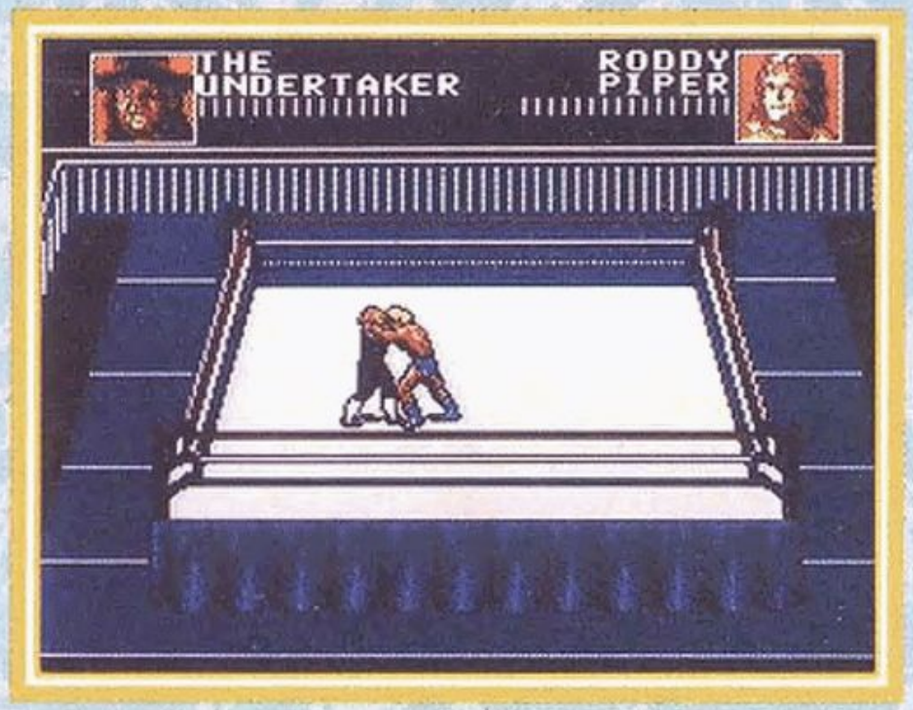
START BUILDING AN OFFENSE

The following moves provide you with the building blocks of a basic offensive attack:

To lock up and grapple with your opponent, walk directly into your opponent. If both wrestlers walk into each other at the same time, the wrestler with the most strength remaining will seize the advantage.

The wrestler who is at the disadvantage should press the A BUTTON repeatedly to try to overpower his opponent. The wrestler who holds the advantage, however, has four options:

1. Deliver a headbutt by pressing the A BUTTON.



2. Slam the opponent by pressing the B BUTTON.

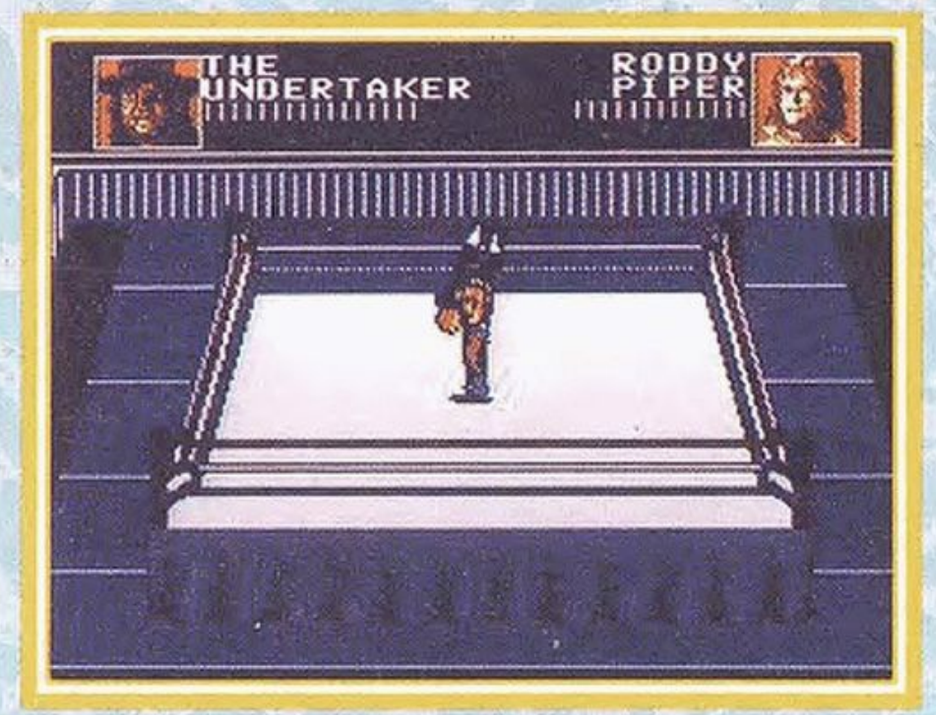
3. Throw the opponent into the ropes, turnbuckle or cage by pressing the B BUTTON and one of the CONTROL PAD ARROWS simultaneously.

4. Throw the opponent to the mat by pressing the A and B BUTTONS simultaneously.

To punch your opponent, press the A BUTTON while he is standing, or while he is running and you are standing.

To kick your opponent, press the B BUTTON while you are standing and your opponent is either standing or running. If you want to kick your opponent while you are running, press the A and B BUTTONS simultaneously.

(NOTE: If you try to throw a kick while running immediately after bouncing off the ropes, a dropkick will result.)



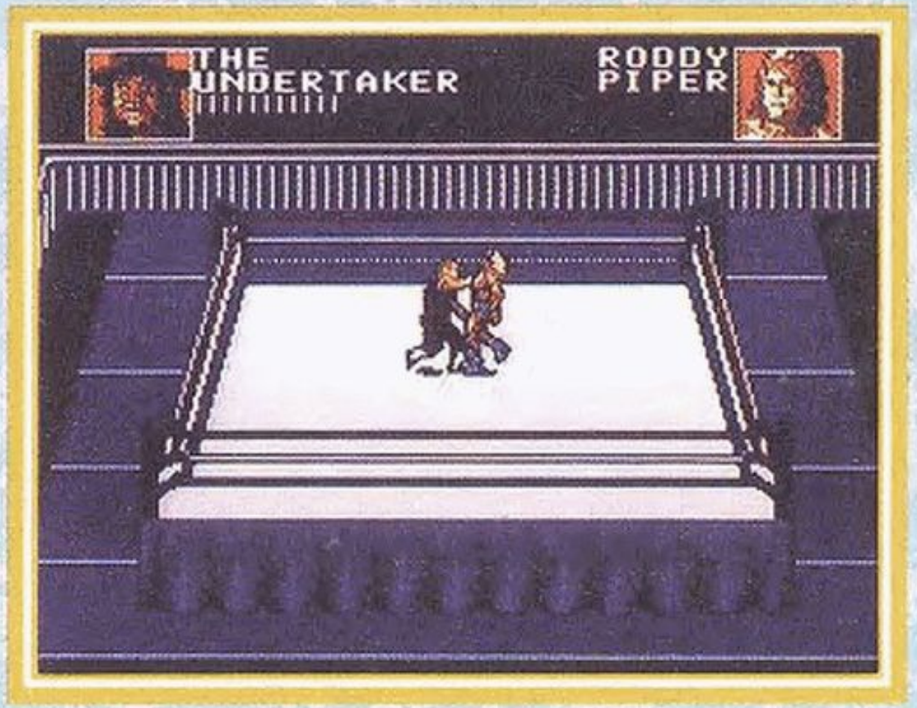
To stomp your opponent while he's down, press the B BUTTON while you are either standing or running.

EXPANDING YOUR MAT REPERTOIRE

Now that you know the basics of moving around the ring and delivering an offense, it's time to learn some new maneuvers.

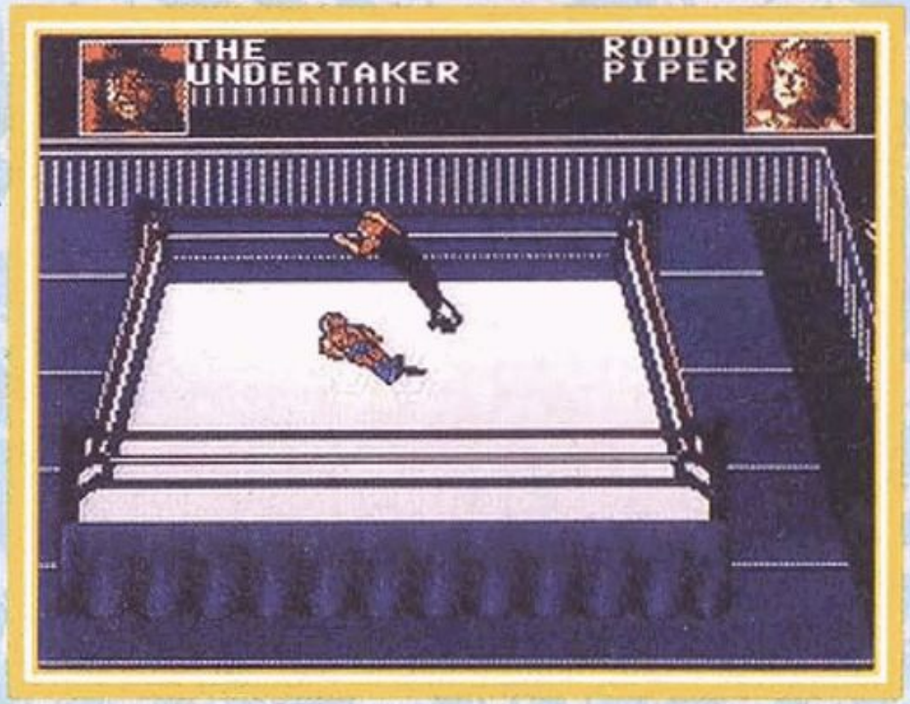
To clothesline your opponent, press the B BUTTON while you are running.

To shoulderbutt your opponent, press the A BUTTON while you are running and your opponent is running at you.



To splash your opponent while he's down on the mat, run at him and press the A BUTTON.

To deliver an elbowdrop to your opponent, first make sure he is lying on the mat. Then press the A BUTTON if you are standing or the A and B BUTTONS simultaneously if you are running.

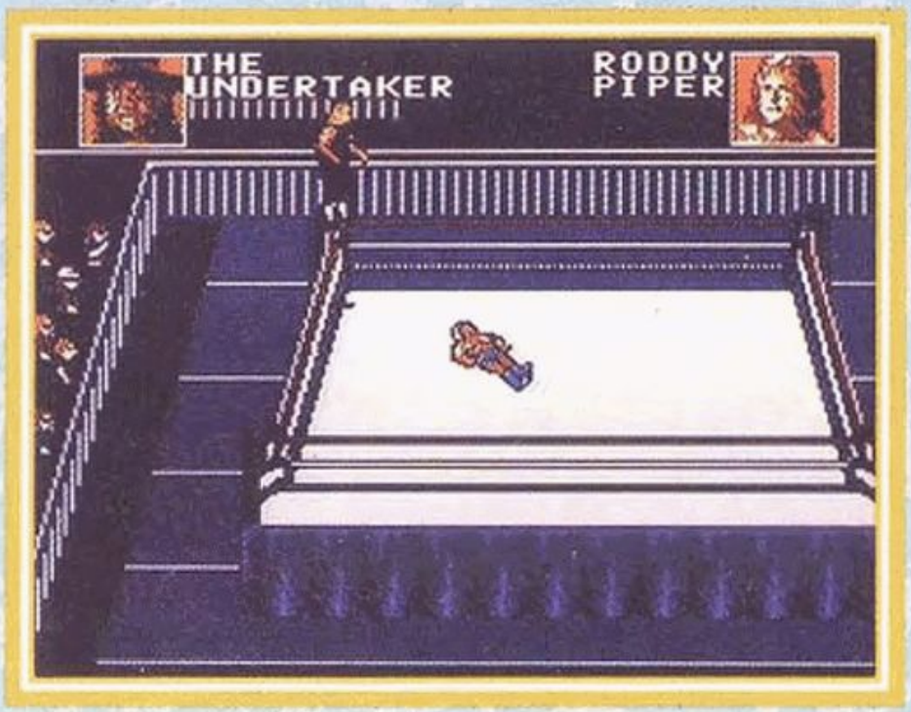


LAUNCHING AN AERIAL ATTACK

Aerial maneuvers can be executed from the top turnbuckles (flying elbows) or while competing on the mat (flying clotheslines and high dropkicks).

To climb to the top turnbuckle, move your wrestler to any corner of the ring, then press the CONTROL PAD ARROWS in the diagonal direction that corresponds to that particular corner. Your wrestler will climb to the top turnbuckle.

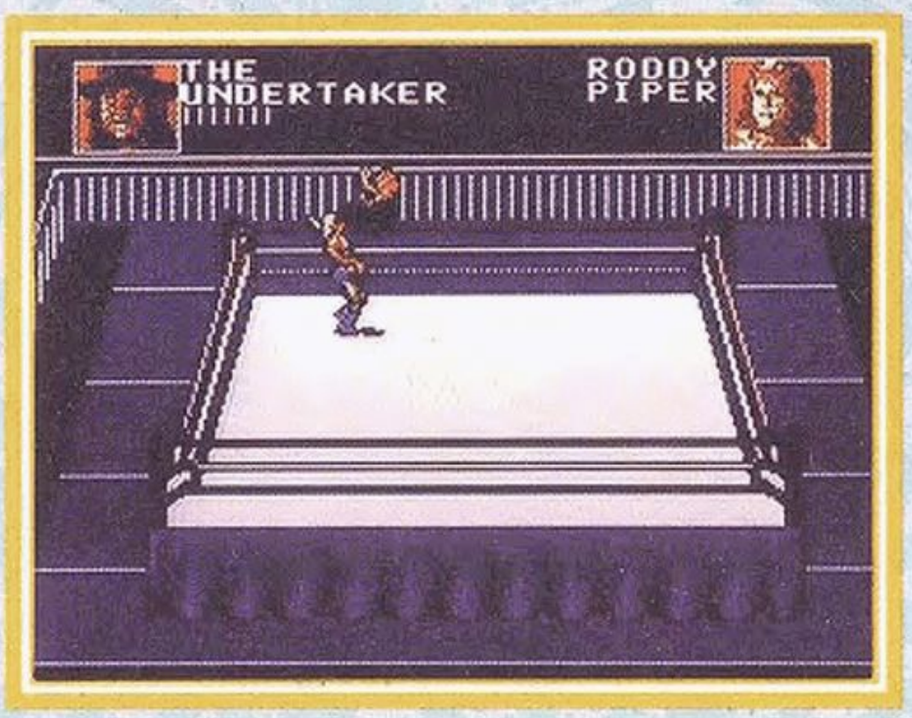
To climb down from the top turnbuckle, press the B BUTTON.



To execute a flying elbow from the top turnbuckle, press the A BUTTON. If your opponent is standing, the elbow will be delivered to his head; if your opponent is lying on the mat, the elbow will be delivered to his chest.

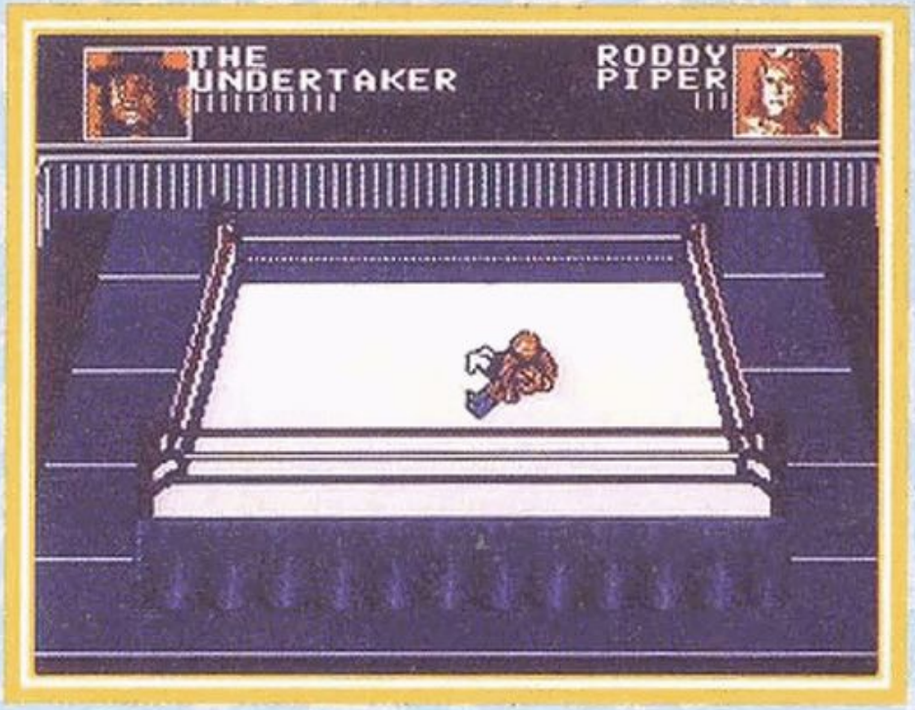
To deliver a flying clothesline, bounce off the ropes and, on the rebound, press the A BUTTON.

To deliver a flying dropkick, bounce off the ropes and, on the rebound, press the A and B BUTTONS simultaneously.



TRYING FOR THE PIN

To try to pin your opponent, press the B BUTTON and the DOWN CONTROL PAD ARROW simultaneously while he is lying on the mat. But remember: a pinfall doesn't count for a victory unless it's for the full three seconds! If your opponent kicks out of the pin attempt before the three-count is completed, the action continues!



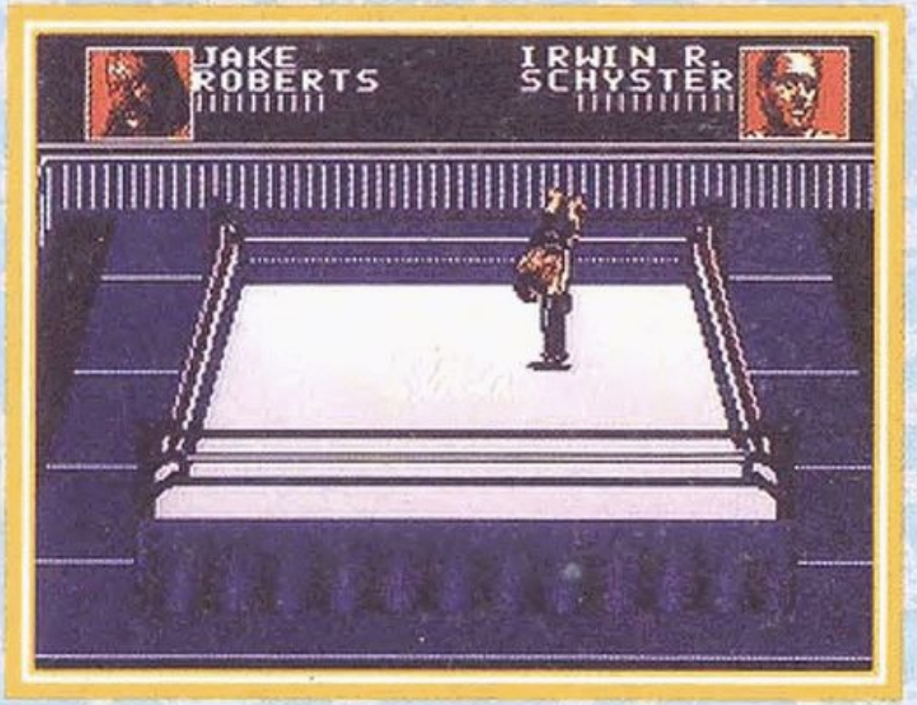
DEFENSE!

It is often said that the best defense is a good offense and that is certainly true in the WWF.

Still, there are a few specific defensive actions you can take in the course of a match.

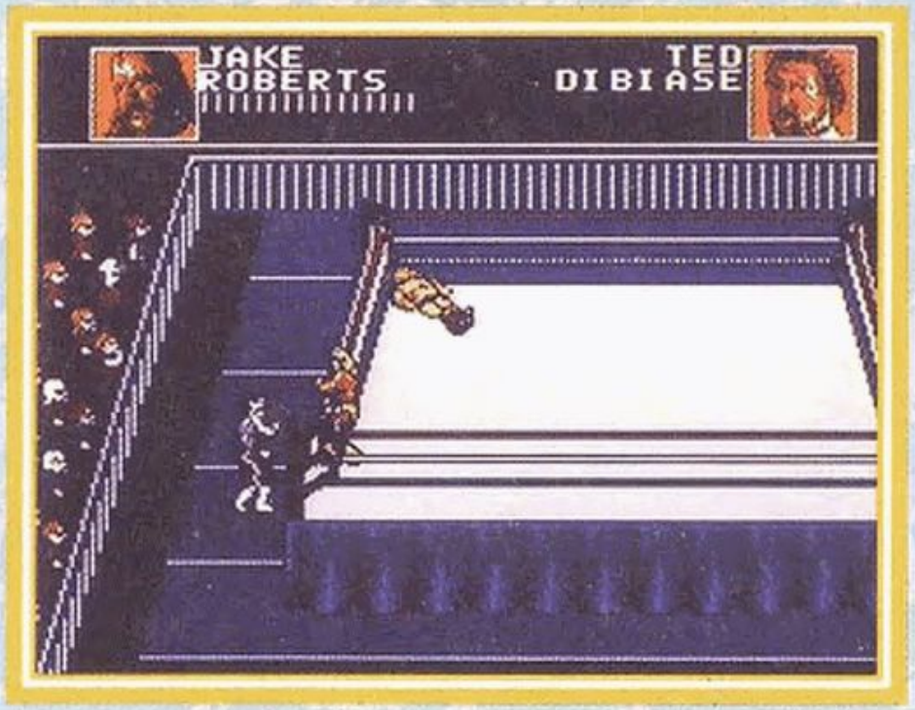
1. Any time you are laying on the mat, press the A BUTTON repeatedly as fast as you can to return to your feet. The number of times you need to press the button depends on how much strength you have remaining.

2. If you are standing and your opponent is running at you, press the A and B BUTTONS simultaneously. This will result in you sending your opponent crashing to the mat with a stunning powerslam!



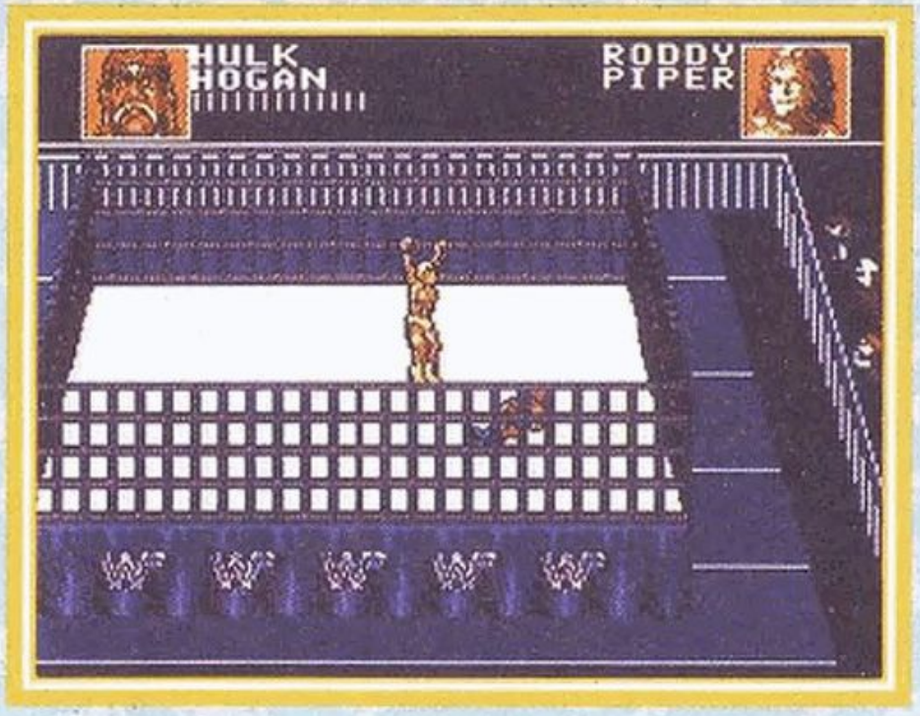
TAG TEAM MATCHES

All the moves that can be used in singles bouts may be used in tag team contests. To tag out of the match, press the A BUTTON while you are in the vicinity of your partner.



CAGE MATCHES

All the moves that can be used in singles and tag team bouts may be used in cage match contests. Since there are no ropes to contend with, however, moves that normally require a rebound off the ropes (dropkicks and flying clotheslines) no longer have that requirement.



To win a cage match, you must do one of two things:

(1) Climb to the top of the cage while your opponent is lying on the mat. To do this, walk into the cage and press the UP CONTROL PAD ARROW repeatedly.

(2) Pin your opponent. To attempt a pinfall, press the B BUTTON and DOWN CONTROL PAD ARROW simultaneously.

TIPS ON TACTICS

Be careful not to get counted out! If the action spills out of the ring, you are allowed a 10-count to climb back through the ropes.

Listen to the cheers of the crowd; they'll offer you their support when you're doing damage to your opponent!

Follow up on your moves. Instead of executing one move at a time and allowing your opponent to respond, try stringing together three or four moves at a time; don't give your opponent a chance to catch his breath!

In a tag team match, keep a close eye on your strength indicator. Try keeping the stronger member of your tag team in the bout as much as possible.

THE MOMENT OF TRUTH HAS ARRIVED

The opening bell is just moments away. The crowd has been whipped into a frenzy of anticipation. You feel a chill of excitement down your spine as you hear the fans chanting your name over and over again.

You cautiously and deliberately make your way to ringside and look up. The arena spotlights bounce into your eyes as they reflect off the shiny steel cage. You grab one of the steel walls and try to shake it, but it is unforgiving—as unforgiving as your opponent is likely to be.

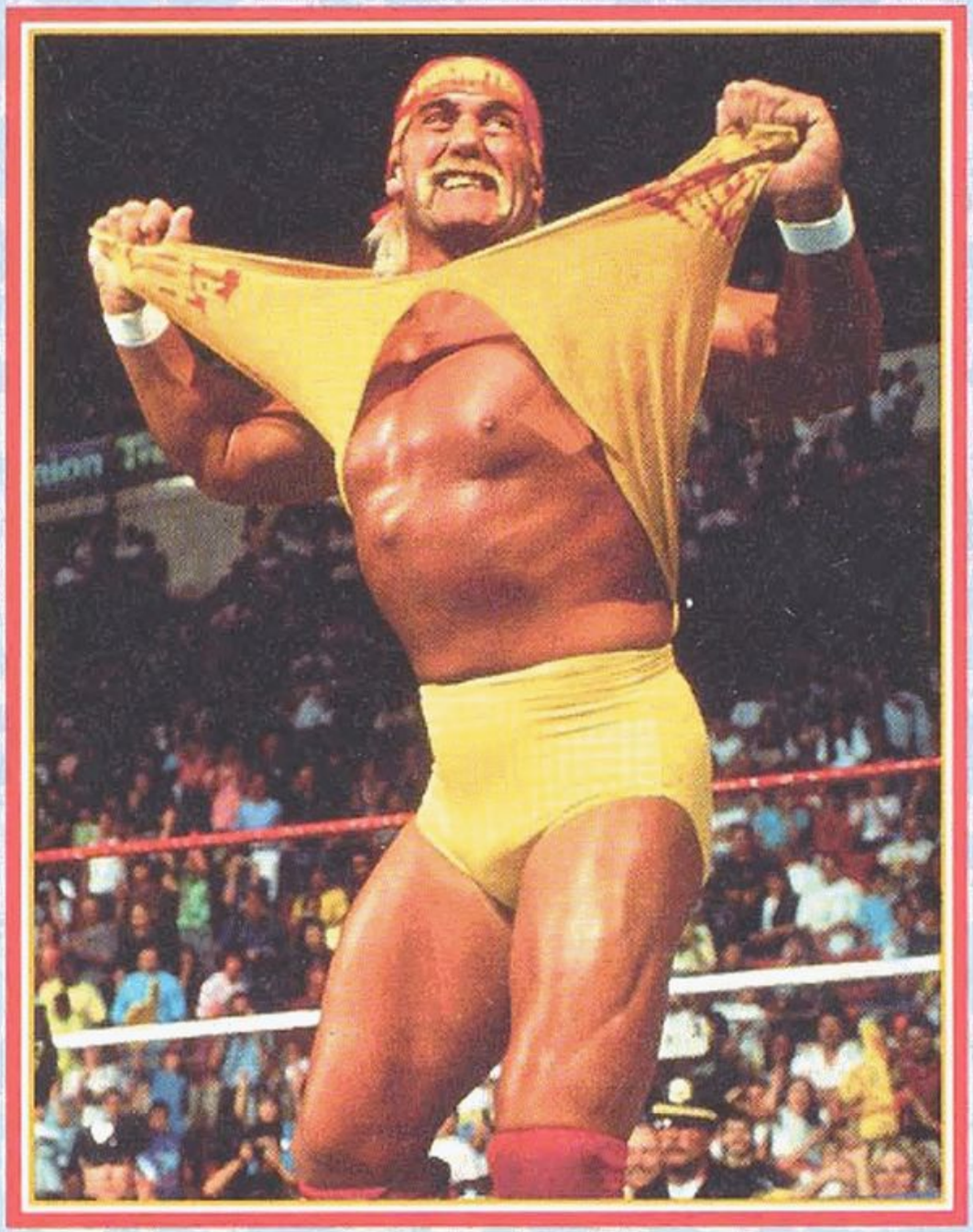
You enter the steel cage from which there is no escape, and the deafening chant of the crowd grows impossibly louder. The moment of truth is at hand. You are about to face the most brutal challenge in all of wrestling—the **WWF WrestleMania Steel Cage Challenge!**

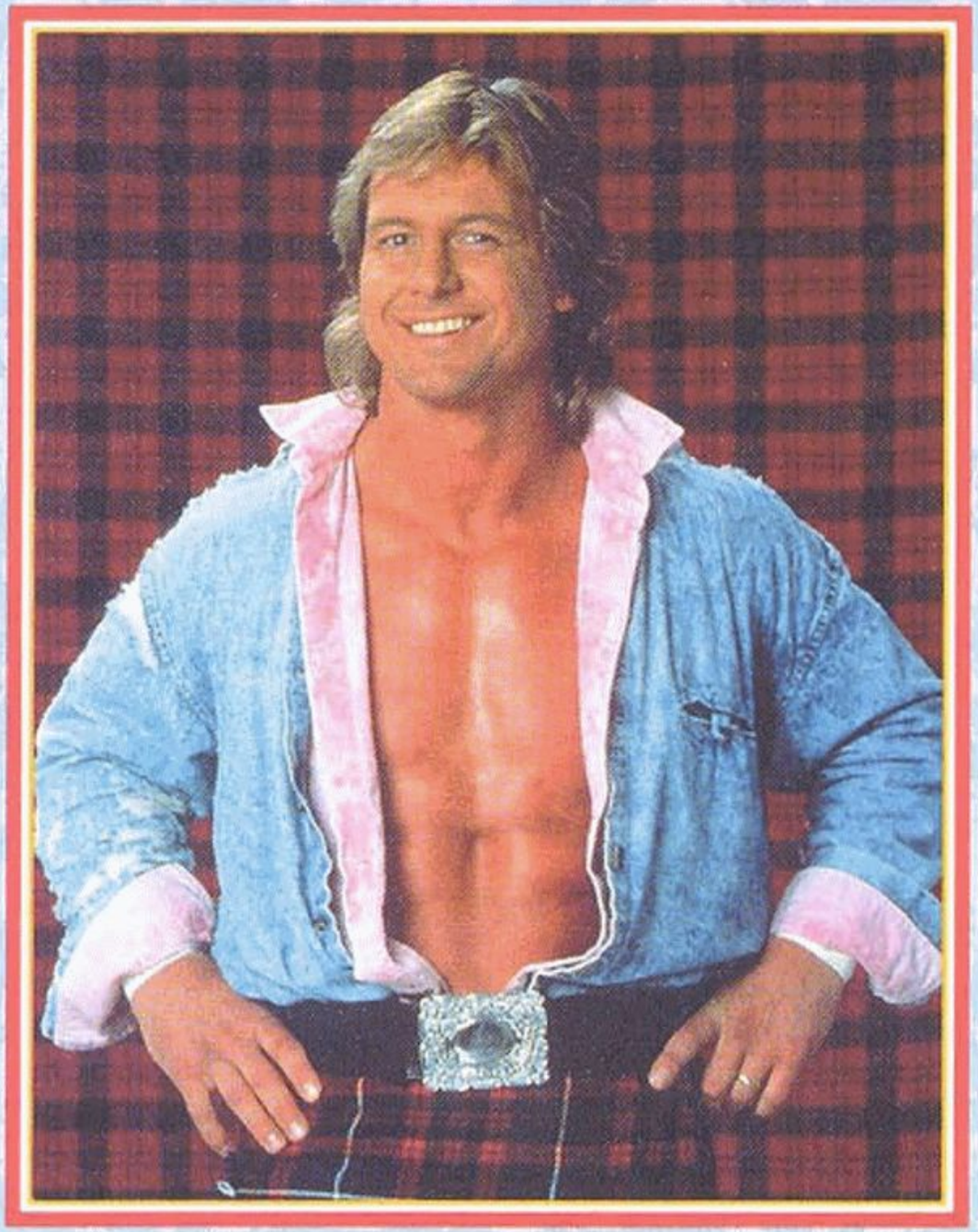
Give it all you've got!

WWF SUPERSTAR PROFILES

6'8", 303 lbs.

The immortal Hulk Hogan is the kind of wrestler who comes along once in a lifetime. With his massive strength, heartfelt sense of sportsmanship and unmatched fan following, the "Hulkster" has remained at the top of the WWF for nearly a decade. Some say he is the greatest wrestler who ever lived; his millions of fans around the world would certainly agree!

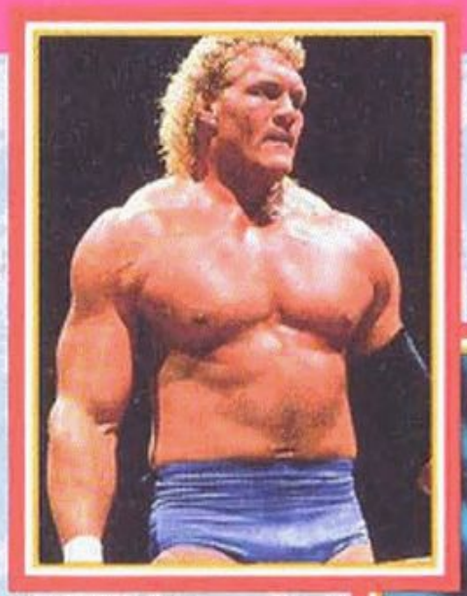


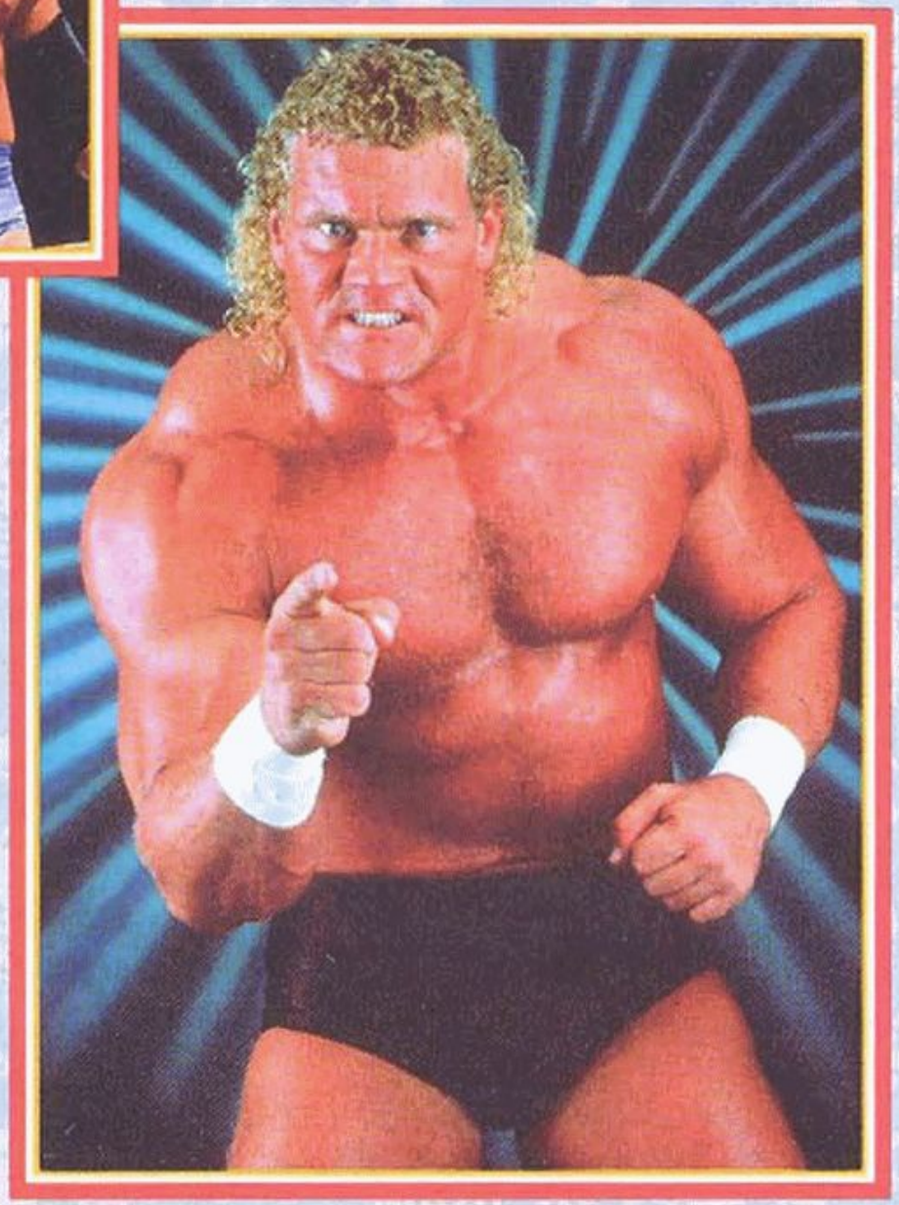


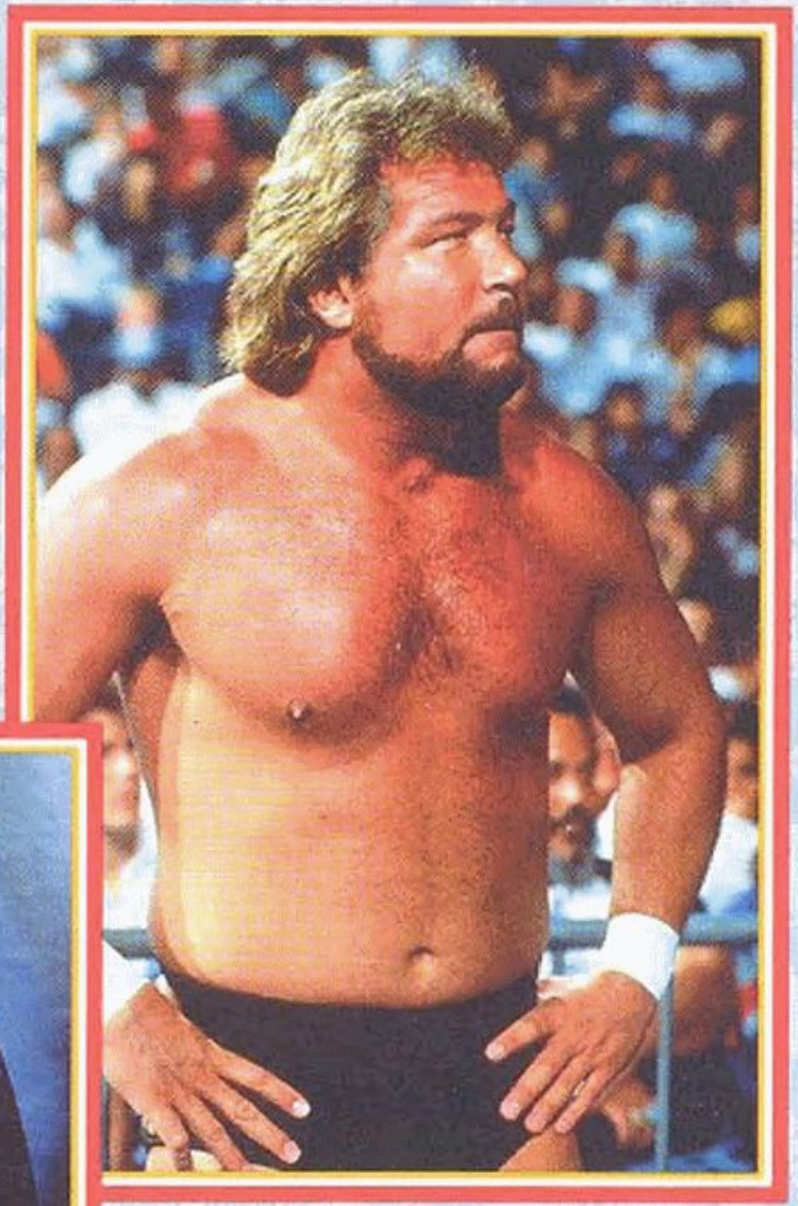
A native of Glasgow, Scotland, "Rowdy" Roddy Piper earned his nickname for the fact that he is as much at home brawling outside the ring as he is wrestling inside it. And that makes it difficult for any opponent who likes to stick to scientific wrestling on the mat. But come to think of it, "Rowdy" Roddy makes things tough for all his opponents!

6'9", 318 lbs.

Those who have been close enough to Sid Justice to be able to gaze directly into his eyes report that those eyes betray a frightening sense of determination and intensity of purpose. But attitude is just the beginning where Justice is concerned: this man possesses a rock-hard physique of muscle and sinew that few athletes anywhere can hope to match.



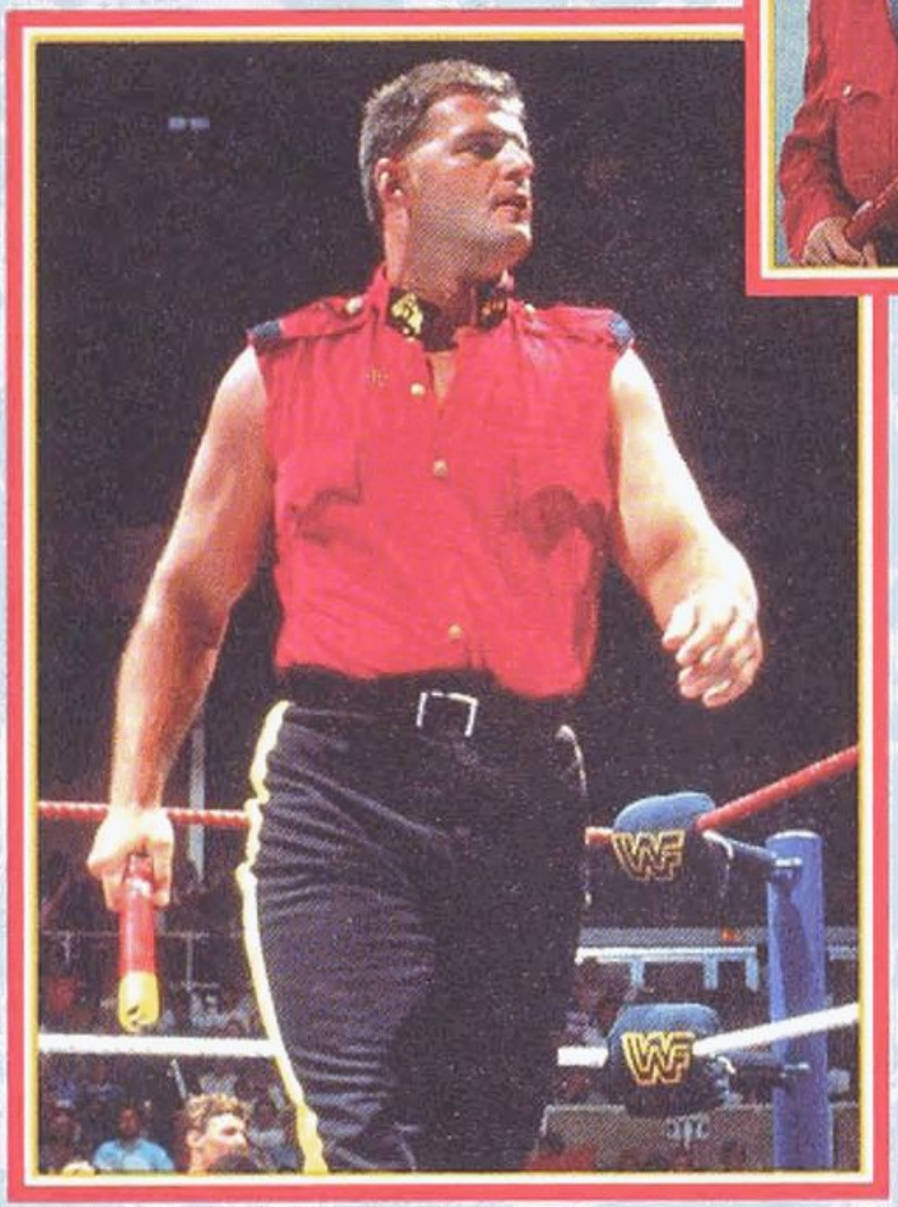




"Every man has his price," claims Million-Dollar Man Ted DiBiase, who has risen to the upper ranks of the WWF with equal measures of skill and bribery (he once tried to actually buy the WWF Championship Belt!). Gripped by an all-consuming feeling of greed, DiBiase is an accomplished ring technician who doesn't need to try to take the easy way out.

6'2", 245 lbs.

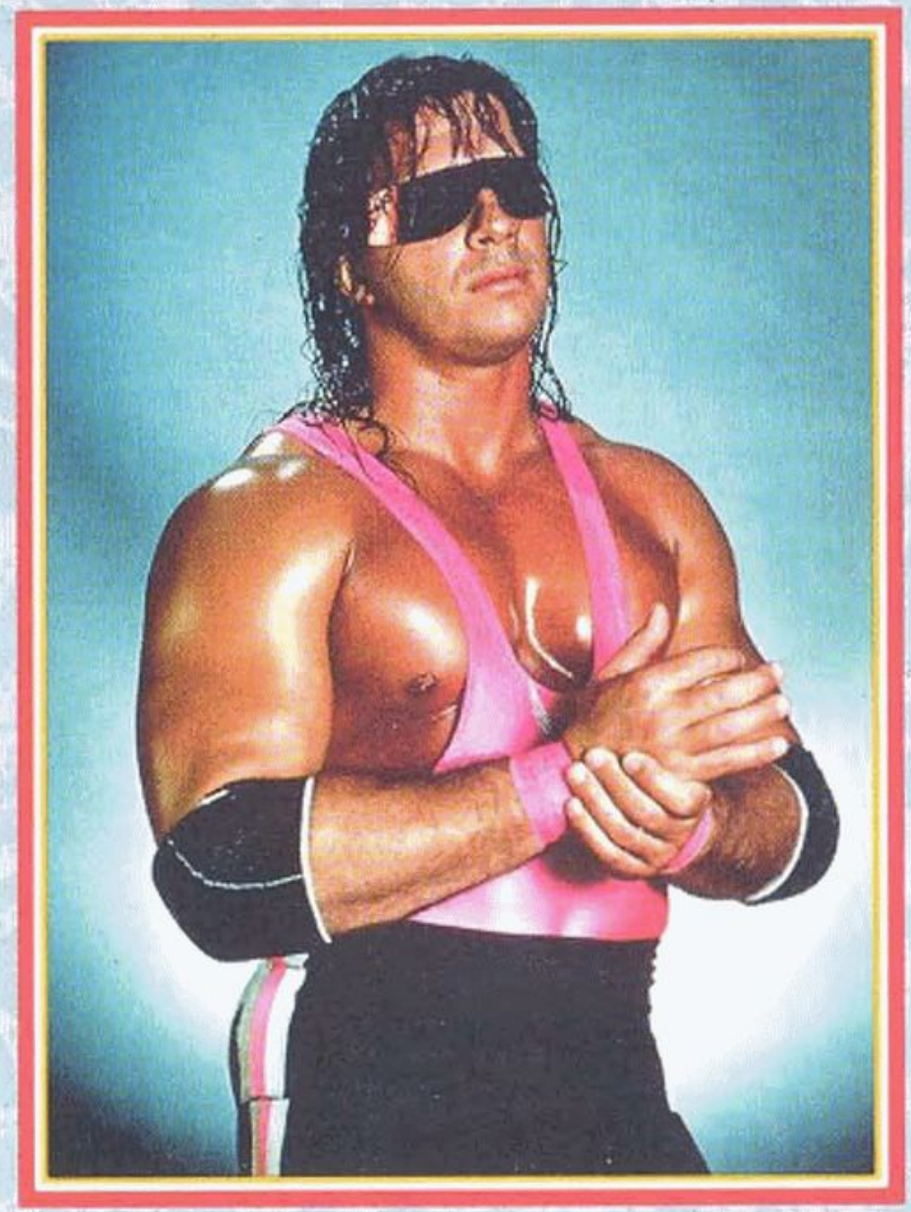
From the Great White North comes The Mountie, a fine technical wrestler and a capable brawler who has placed everyone in the WWF on notice: "Do things the way I say they ought to be done or pay the price of painful and humiliating defeat." This self-proclaimed lawman of the WWF will never rest until he gets his man and his victory... which he usually does!

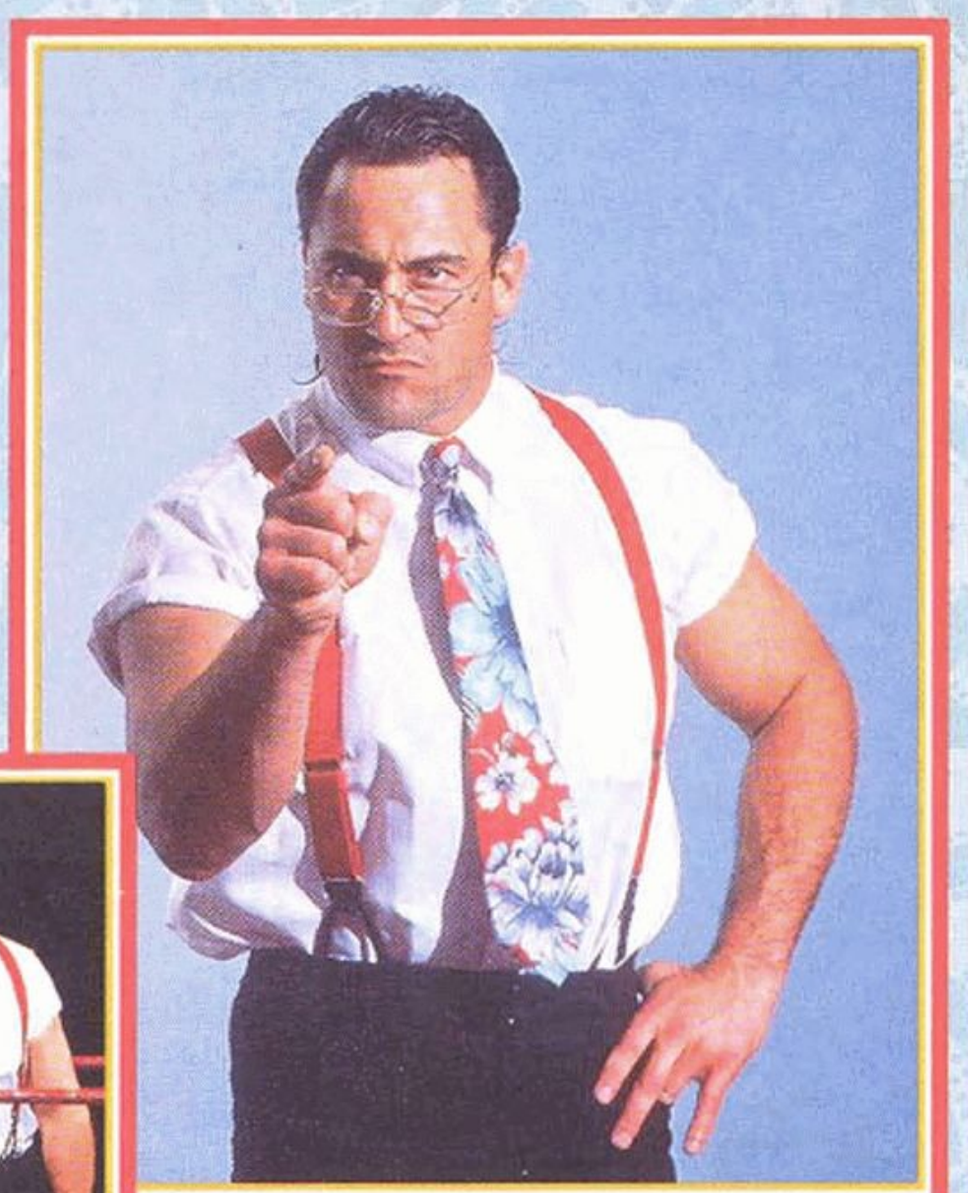


The ashen face that peers out from behind the large black hat is like a vision from beyond the grave, but make no mistake about it: The Undertaker is not about to lie down and play dead for anybody. His fascination with matters having to do with the graveyard may be bizarre, but once the bell rings he is as tough a man to defeat as The Grim Reaper himself!

6′, 232 lbs.

Pound for pound, Bret "Hit Man" Hart may be the best wrestler in the world today. He possesses remarkable speed and agility, and his aerial attack is among the very best in the sport. One of Hart's favorite weapons is the dropkick, which he delivers with pin-point accuracy. But he is so well-rounded that he can execute almost any maneuver with skill and effectiveness.

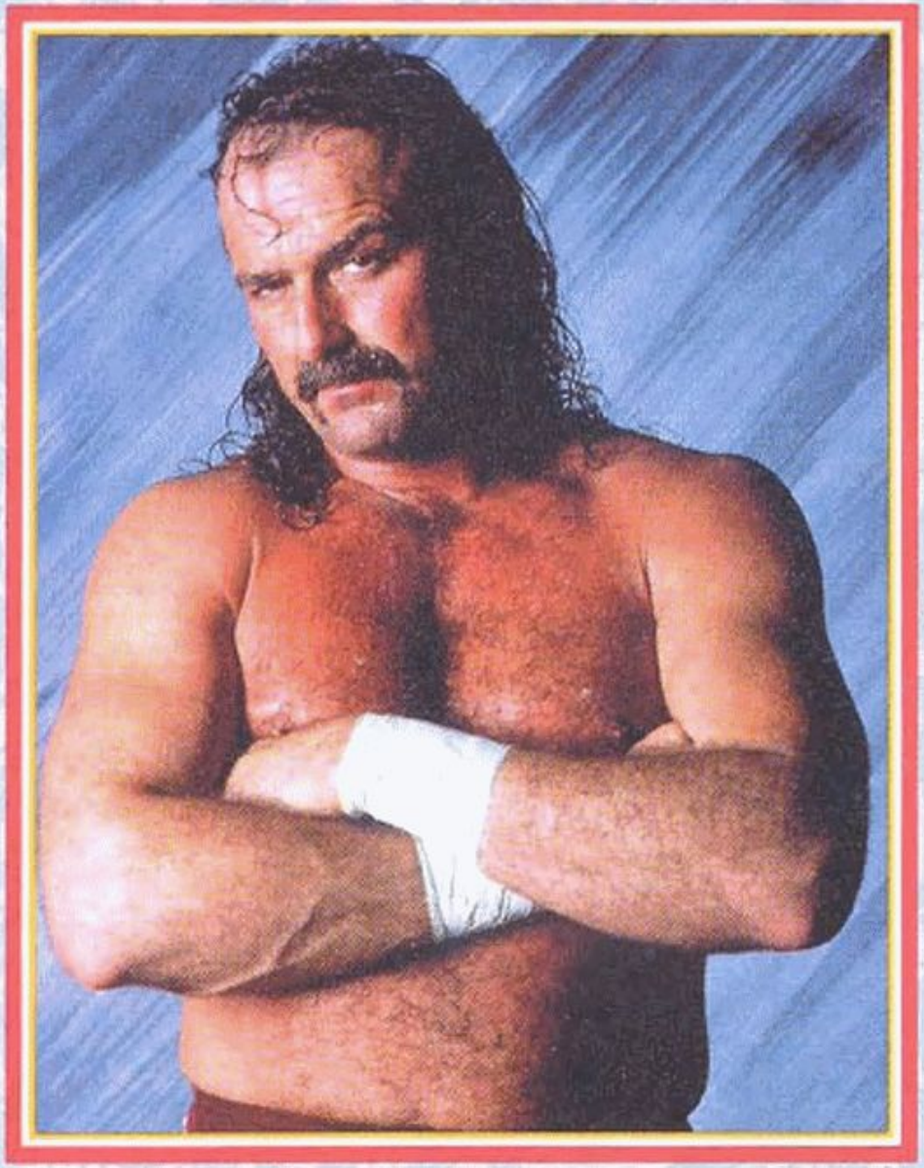


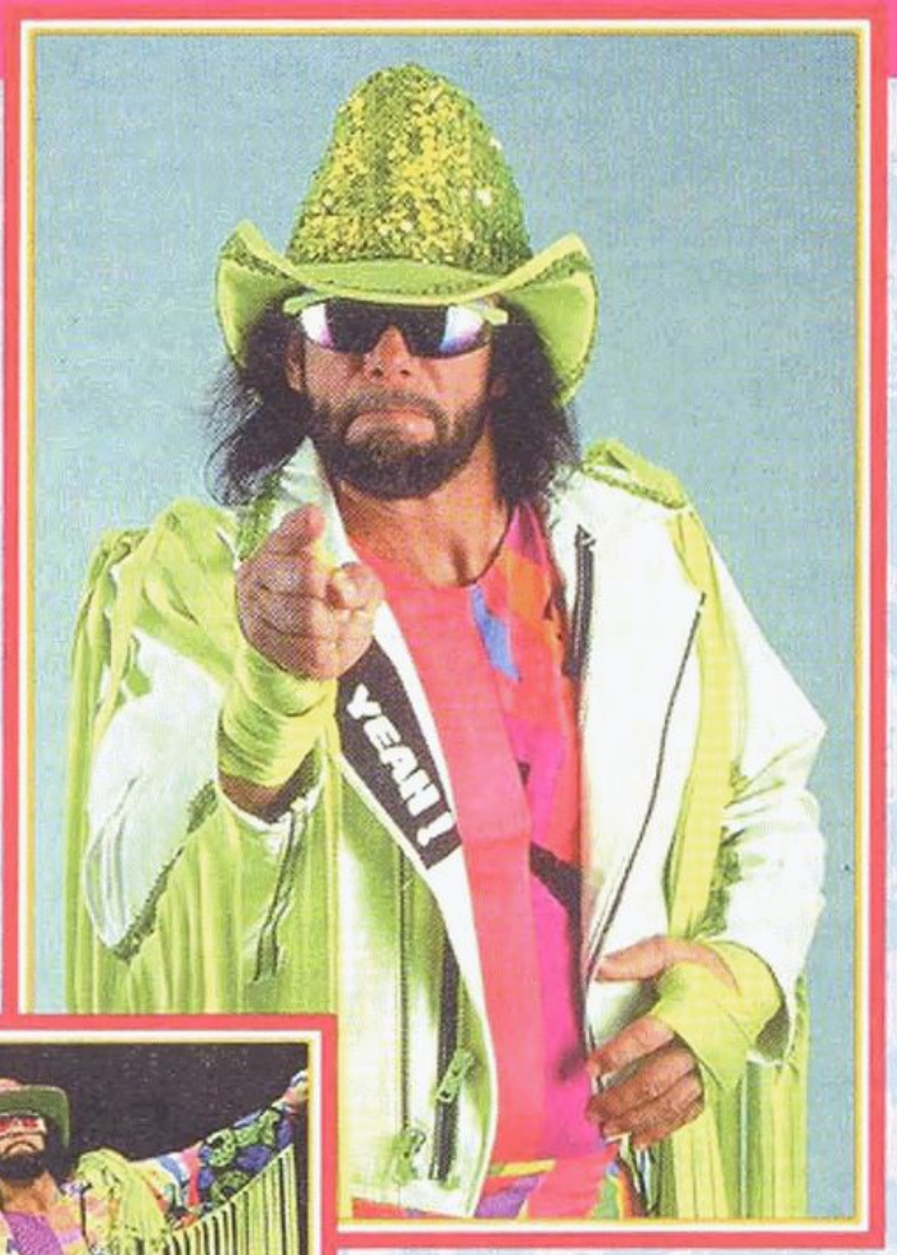


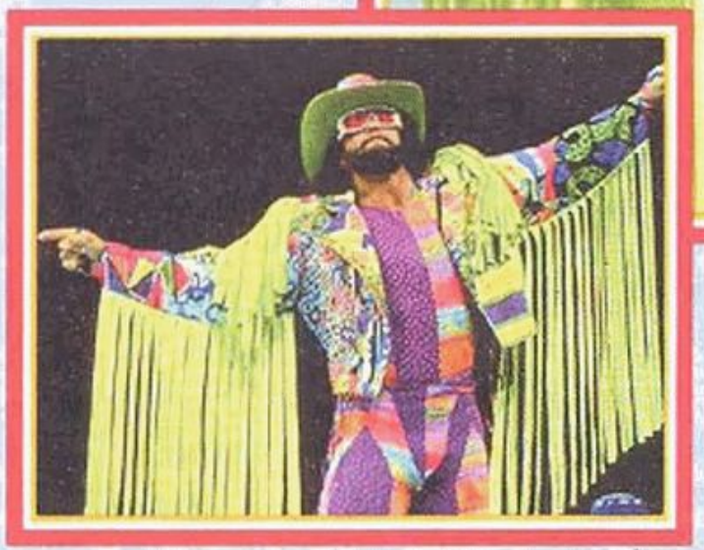
Whenever Irwin R. Schyster steps into the ring, he always makes a fine accounting of himself. A solid scientific wrestler who remarkably prefers to wrestle in a suit and suspenders, IRS seldom finds himself straining to meet his personal budget of wins. Opponents find his challenges to their skills to be very taxing, indeed!

6'5", 249 lbs.

"Never trust a snake," goes the saying, and where Jake "The Snake" Roberts is concerned, truer words were never spoken. This devious competitor would just as soon sneak-attack you from behind as meet you head-on in a fair fight. Such tactics inspire fear and respect in opponents, who often have trouble dealing with The Snake's unbalanced mental outlook.







6'2", 245 lbs.

When the majestic chords of "Pomp and Circumstance" rumble through the arena, fans know that "Macho Man" Randy Savage is making his way to the ring. One of the most colorful competitors the WWF has ever known, the muscular Macho Man is also one of the most dangerous. Watch out for his aerial attacks, particularly those flying elbows from the top turnbuckle!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and, if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LJN LIMITED WARRANTY

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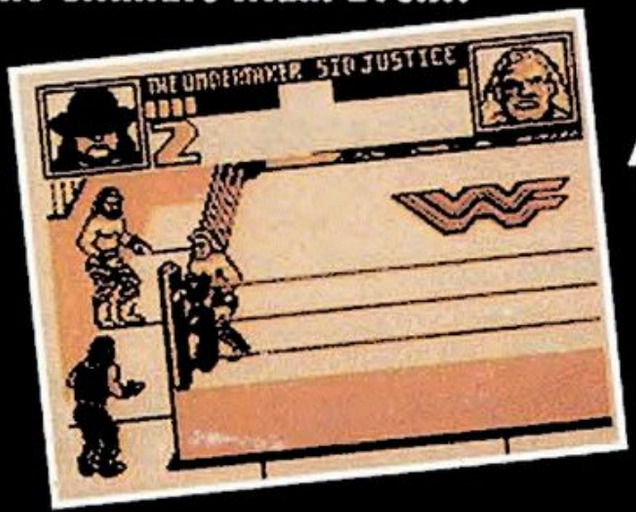

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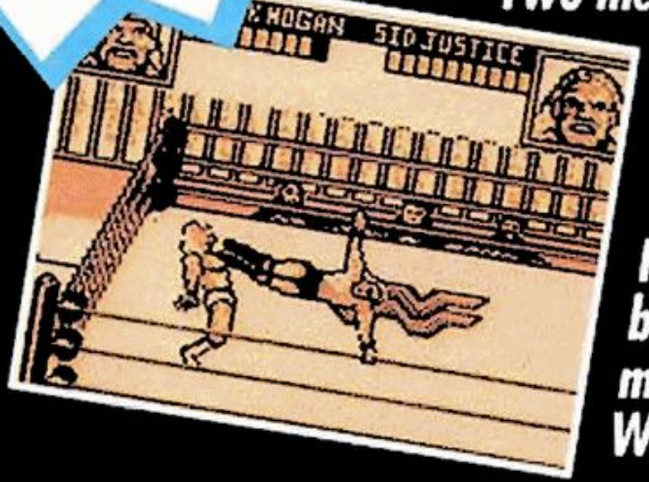

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